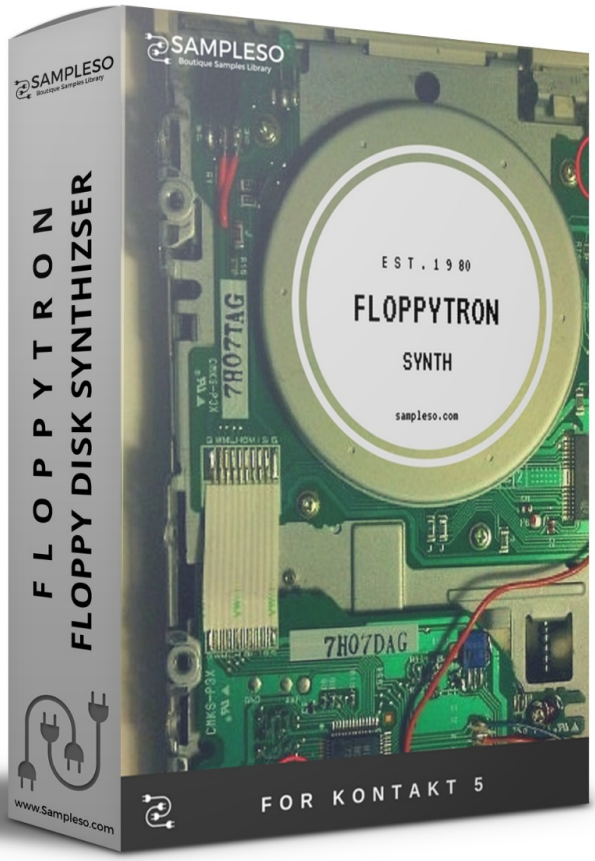
SAMPLESO

Boutique Samples Library



SAMPLESO
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Floppytron is a true testament to our dedication to give our customers the most unique and special instruments, so you could stand out and get a unique sound for your productions.

Our team has custom built and coded the circuit, based on an Arduino Uno, that will enable a enable a floppy drive to receive and play a corresponding MIDI note. Then, using high end, state of the art equipment, we carefully sampled each note using some advance acoustic and mic positioning techniques to give the floppy drive a fuller, deeper sound.

Implemented into our custom Kontakt engine, the Floppytron becomes an instrument unlike any other; with some exclusive features that are impossible to achieve with a conventional floppy drive. Giving the user the ability to shape, sequence, morph and manipulate the sound using various fx making the Floppytron a truly inspiring tool for your projects.

TABLE OF CONTENTS

PRESET PAGE

Floppytron comes loaded with presets that our team has created to get you started right out of the box. You can save your own presets into the preset page.

Each preset page holds up to 28 presets and the instrument can have up to 50 pages.
A preset is saved with its own user tag and category and while browsing, you can filter the preset list by selecting one or multiple filters.
Select one of the tags and/or categories to narrow your preset list.
You can also check the ✔ or ✘ buttons beneath the individual parameters (Keys, Glide, LFO, PRG, Step, Morph) to view presets that either feature or don't feature that parameter.

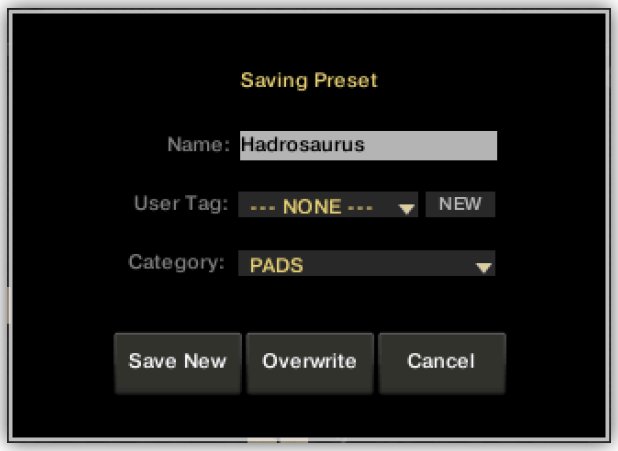
PRESET PREVIEW

When the green preview button ( ) is on, whenever you select a preset from the preset browser, you will hear a short demo of the selected preset.
You can change the note, octave, and type of note that will be playing by selecting one of the parameters in the list.
When Auto is selected, the preview will be played based on the category of the selected preset.

SAVING PRESETS

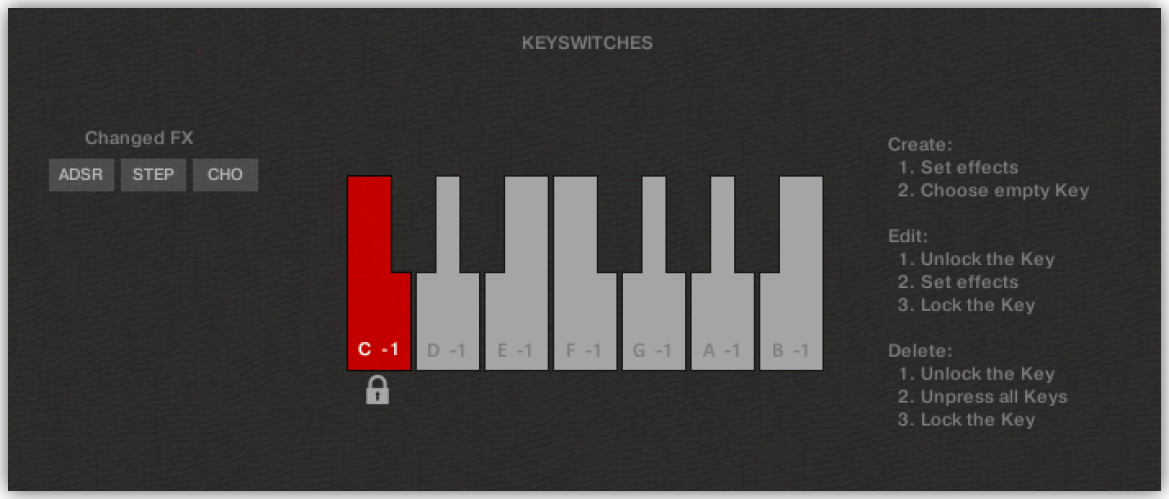
To save a preset, click the Save icon (

) on the top right of the main interface.
Once clicked, the save window will appear letting you Name your preset, select user tags or create a new user tag by clicking the NEW button right next to it, and choose a category for your preset.
Click Save New to save as a new preset, Overwrite to replace the current preset, or cancel to exit the save window.



KEYSWITCHES PAGE

Floppytron Lets you save the state of all its parameters to seven keyswitches.
This flexible keyswitching system essentially lets you have seven completely different sounds in one preset that you can switch on the fly.

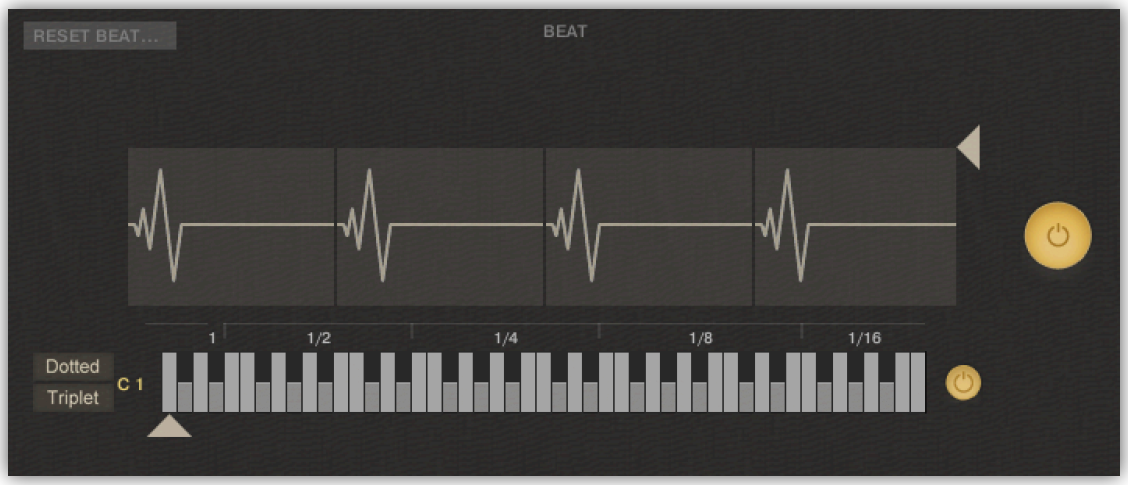


Each keyswitch can be as different or as subtle as you wish, giving you complete control over the interface.
The keyswitches are laid out from C -1 to B -1 and can change every parameter in the Beat, Glide, ADSR, LFO, Arpeggio, Step sequencer, Effects Morpher, Filter and various FX.

To create a Keyswitch, change a parameter in one of the sections, then select an empty keysswitch. The FX state is now stored in to the selected keyswitch.
To edit a Keyswitch, click on the lock icon underneath the desired keyswitch. You can then change any FX and parameters or turn FX on or off. Click the lock button again to exit edit mode.
To delete a Keyswitch, click the lock icon underneath the desired keyswitch, click on the keyswitch to disable it, and lock the key again. The key will return to be empty.

BEAT PAGE

The beat menu lets you sync the read/write head of the floppy drive to your hosts tempo. In conventional floppy drives the read/write head is determined by notes frequency which affects the speed of the head. This feature syncs the head's cycle to your tempo, while gradually sub-diving the beat frequency as you go up the keyboard.



- **RESET BEAT**
  This lets you reset the entire section to the default or to the preset's default values.

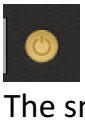
- 
  The large On/Off button lets you completely disable the beat sound.

- 

  This lets you sync the beat to Straight, Dotted or Triplets. (While nothing is selected, the beat will be even).

- 
  The arrow on the right-hand side lets you set the beat's volume.

- 
  The bottom arrow lets you set the lowest note's rate split point. Sliding left or right will make lower notes pulse more rapidly.

- 
  The smaller On/Off button turns the beat **sync** function and will make the instrument behave as a traditional floopy drive.

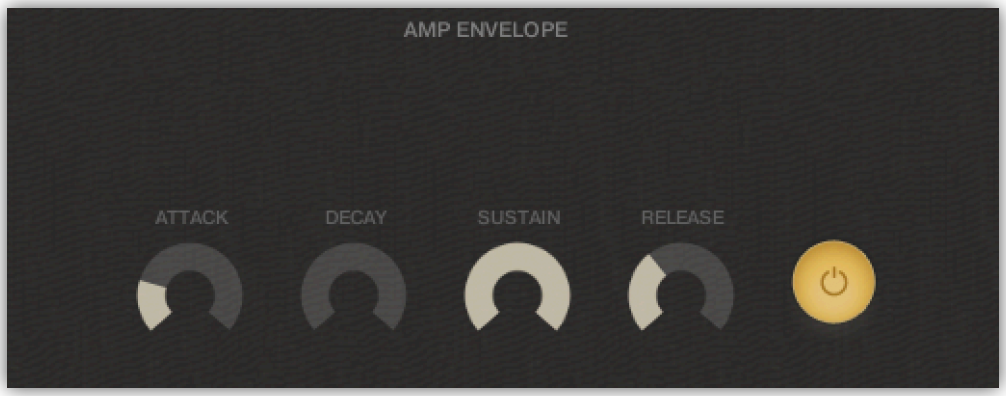
GLIDE PAGE

The glide page, when turned on, makes the instrument monophonic.

The time dial lets you choose the duration of the glide, while the xfade dial lets you choose the duration of the fade between the current and the new note that was triggered, achieving a smoother transition between the two samples.

ADSR PAGE

The ADSR page lets you set the attack, decay, sustain and release times of the amp envelope.



Included to the basic functions of the amp envelope is a **CURVE** dial that lets you set the curve of the attack time.

**Please note that the amp envelope is being retriggered every time a key is pressed, even when Glide/Mono is active.*

LFO PAGE

The Floppytron features two LFOs. Each LFO can modulate the Volume, Panning, Distortion amount, Filter cutoff, and resonance.

Turn on the LFO by clicking the On/Off button.

- **SPEED**
  This lets you set the speed of the LFO. The LFO rate ranges from 1 Bar to 128 of a bar. You can click the **X2** button next to the rate list to double the LFO rate.

- **IN/OUT**
  These three faders let you fade the LFO depth in and out.

  - Slide the In fader to the right to set the fade in duration.

  - Slide the Out fader to the left to set the fade out duration.

- **HOLD**
  Slide the Hold fader to the left to determine how long the LFO will hold before starting to fade out.

- **VOL**
  This lets you control how much the LFO will affect the volume.

- **PAN**
  This lets you control how much the LFO will affect the Panning.

- **DIST**
  This lets you control how much the LFO will affect the Distortion amount.

LFO PAGE Continued

CUTOFF/RESO
Click the small On/Off button to enable cutoff and resonance modulation for the LFO. The CUTOFF and RESO sliders control the amount of LFO modulation to the cutoff and/or resonance.

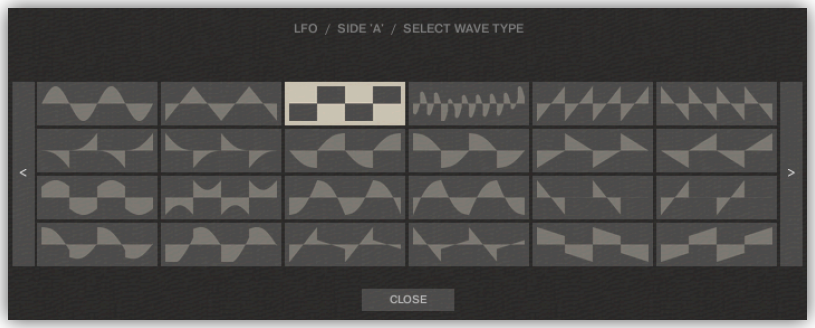
You can modulate the Cutoff and Resonance with both LFOs separately or together, resulting in interesting and creative movements.

**When modulating the filter with both LFOs the modulation amount is added together, so it is recommended to use more moderate amounts of modulation. However, feel free to use as extreme settings as you wish.*
This is true for all other modulation targets (VOL, PAN, and DIST).

Filter Position
- Use the round CUTOFF and RESONANCE dials in the middle of the LFO section to set the filters default values.
- You can change the filter type by using the TYPE list. The available filter types are LP - Low-pass filter, BP - Band-pass filter, and HP - High-pass filter.

**Please note that the filter in the LFO section is an independent filter from the Filter in the FX section, and comes before it in the signal chain.*

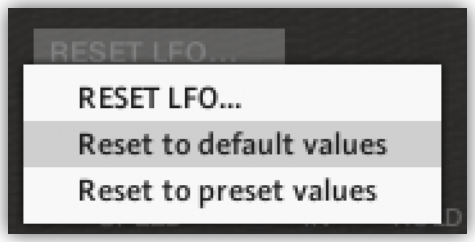
LOAD WAVE
The LFO has 40 different shapes to choose from. Click the Load Wave button to open the wave list.



Use the right and left arrows to move between the two wave banks.
Select the desired wave, and press close to go back to the LFO page.

LFO Phase
You can drag the bright area off the LFO shape to change the LFO's start point.

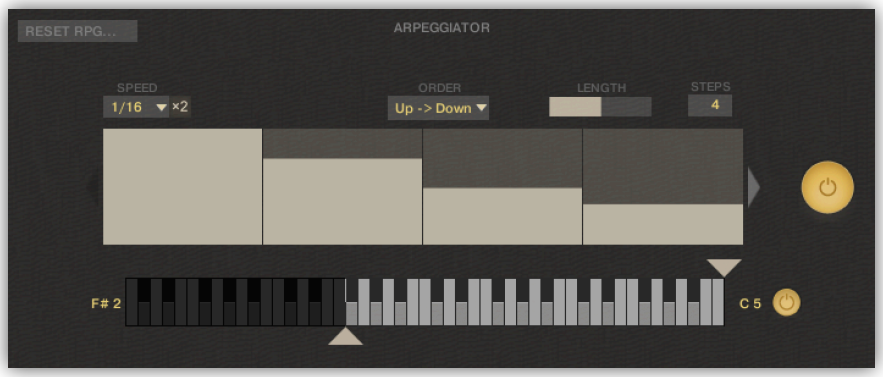
RESET
You can always reset the LFO settings to their default values or to the preset values by selecting one of the features in the RESET LFO list.



**Please note that the LFOs are retriggered with every new note and cannot be synced.*
To do so please see the MORPH page.

RPG PAGE

Floppyton features a flexible yet simple to use arpeggio section.



To activate the arpeggiator click the big On/Off button located on the right-hand side.

- **SPEED**
  This lets you set the speed of the arpeggiator. The rates range from 1 Bar to 128 of a bar. You can click the **X2** button next to the rate list to double the RPG rate.

- **ORDER**
  You can choose the order in which the arpeggiator plays the notes (Up, Down, Up Down, Down up, Random, and Chord).

- **LENGTH**
  Drag the length fader to set the note length.

- **STEPS**
  This lets you determine the length of the RPG sequence between 2-32 steps.
  Use the up and down arrows to change the number or double click to write it down manually.

RPG Sequencer

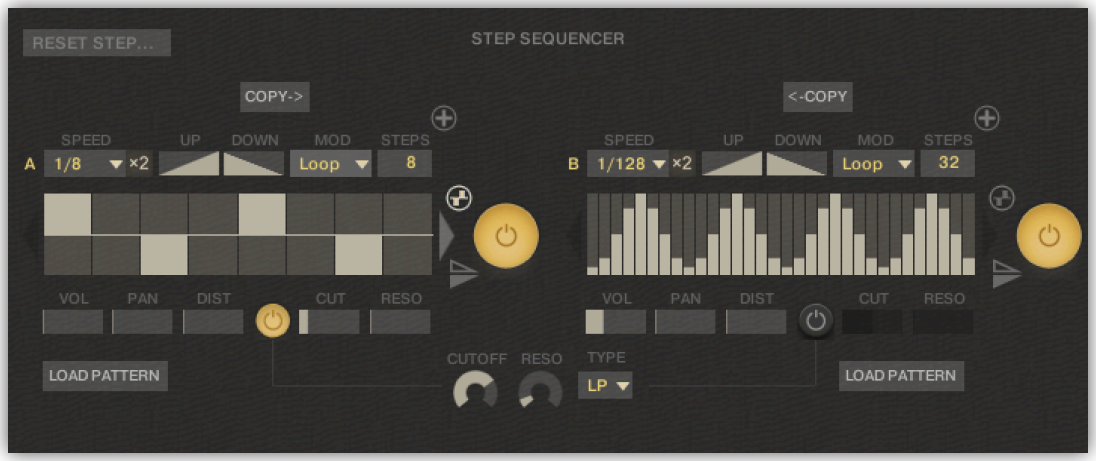
Each step of the RPG sequencer represents the volume of each note.
- Use your mouse to draw the desired sequence of the arpeggiator.
- If you sequence contains 31 steps or fewer, you can use the right and left arrows to use other parts of the sequence.

RPG Range

You can drag the two triangles located below and above the keyboard to set the octave range in which the arpeggiator will play. Using ranges instead of octaves lets you create more interesting arpeggios.
Use the small On/Off button to turn RPG range on or off. When off the arpeggiator will play only the notes you hold down.

STEP SEQUENCER PAGE

Floppytron features two independent step sequencers that much like the LFO section, let you modulate Volume, Pan, Distortion amount, Cuttoff, and Resonance. However, as appose to the LFO, it modulates them using a steps.



- **SPEED**
  This lets you set the speed of the step sequencer. The rates range from 1 Bar to 128 of a bar. You can click the **X2** button next to the rate list to double the rate.

- **UP/DOWN**
  These three faders let you fade the the attack and release of the individual steps. Essentially, acting as an amp envelope controlling only the attack and decay of each step.

- **COPY**
  This lets you copy the sequence pattern to the other step sequencer. (Please note that this will overwrite the existing pattern)

- **STEPS**
  This lets you determine the length of the sequence between 2-32 steps.
  Use the up and down arrows to change the number or double click to write it down manually.

- **MOD**
  This lets you choose the way the sequencer behaves.
  - **Loop** - This will loop the sequence.
  - **Freeze** - This will play the sequence once and freeze on the last step.
  - **Freeze** - This will play the sequence once and will stop affecting the parameters.

STEP SEQUENCER Continued

Sequence Pattern

Use the mouse to input values for each of the steps in the sequence pattern.
You can enter values one by one or drag across the pattern window to draw multiple values at once.

Unipolar/Bipolar

The step sequencer can operate in two modes, Bipolar and Unipolar.
While some modulation targets can operate in both modes, some can only operate in unipolar mode.
PAN and CUTOFF - can be modulated in both modes
VOL, DIST, and Resonance - can be modulated only in unipolar mode.
Click the button to switch between the two modes.

**If bipolar mode is enabled in a parameter which do not support it, negative values will act as positive values.*

Invert Values

Use the two triangles icon ( ) to invert the sequence values.
- In bipolar mode, positive values act as negative values and vice versa.
- In unipolar mode, the values will invert relative to each other.

**for example: 100% will act as 0%, 25% will act as 75% etc.*

STEP SEQUENCER Continued

Modulation Target

- **VOL**
  This lets you control how much the step sequencer will affect the volume.

- **PAN**
  This lets you control how much the step sequencer will affect the Panning.

- **DIST**
  This lets you control how much the step sequencer will affect the Distortion amount.

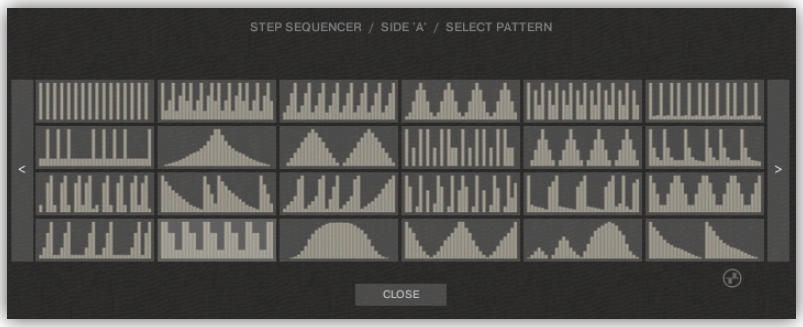
- **CUT**
  This controls how much the step sequencer will affect the filter cutoff.

- **RESO**
  This controls how much the step sequencer will affect the filter resonance.

**Much like the LFO section, you can have both step sequencers modulate the same values at the same time, create unique and interesting movements.*

LOAD PATTERN

The LFO has 40 different shapes to choose from. Click the Load Pattern button to open the pattern list.



- Use the right and left arrows to move between the two wave banks.
Select the desired wave, and press close to go back to the LFO page.
- Click the icon to switch between unipolar patterns and bipolar patterns.

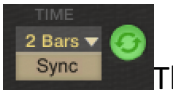
EFFECTS MORPHER PAGE

The Effects Morpher lets you create movements in your sounds by controlling various parameters with an editable modulator shape.

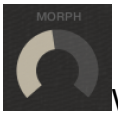
Each of the six modulators can control one of the following parameters -

- Filter Cutoff
- Filter Resonance
- Formant Filter Frequency
- Formant Filter Sharpness
- Lo-Fi Bit Depth
- Lo-Fi Bit Frequency
- Stereo Enhancer Pan
- Delay Input Gain
- Reverb Input Gain
- Distortion Drive
- Chorus Dry/Wet
- Rotary Dry/Wet

 The big Power On/Off in the middle turns on and of the engine while the small ones near each section turns off its corresponding modulator.



The time and loop button lets you choose the speed of all six modulators LFO, while the green loop button enable or disable the LFO function.
**You can also sync and unsync the modulators to the hosts tempo by clicking the SYNC button.*



When the TIME loop set to off, you can morph the modulators with the MORPH dial by dragging with your mouse or by assigning a MIDI CC to it by right licking on it and choosing “Learn MIDI CC# Automation” and then moving the controller you want it to control.

EFFECTS MORPHER PAGE (modulators)

In the main window of the Morpher page you can control basic paramaters of the modulators (Paramater, Start Position, Range, Shift and Reverse). You can also draw the modulator shape from the main window. In order to further tweak the modulator parameters, click on the plus icon near the On/Off button.

PARAM - Lets you choose the parameter being modulated.

START - Lets you choose the start position.

RANGE - Lets you set the depth of the modulation.

SHIFT - Lets you shift the start and end position of the modulation.

 - This button lets you reverse the direction of the modulation.

TIME - This controls the same time and loop functions on the main page.

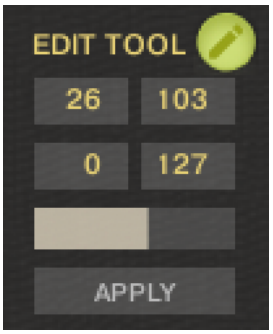
 - The solo button lets you hear just the current modulator you're editing.

EFFECTS MORPHER PAGE (modulators) Continued

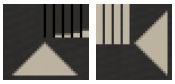
Below the top row of parameters is the modulation shape. You can use your mouse to draw your own custom modulation shapes, or you can use the edit tool that is located to the right of the screen.
The edit tool creates a line within a selected range which you can control it's curve and depth.

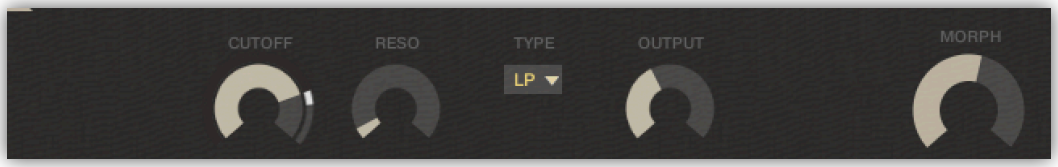
Press the pencil icon to activate the edit tool.

- The top two parameters on top lets you select the range you wish to edit using values from 0-127. The bottom two parameters sets the lines start and end values. The bottom slider controls the curve of the line being edited. The bottom slider switches between the line curve types and direction.



- When the slider is to the left half part the line is ascending, When the slider is to the right half part the line is descending.
- Set the desired line range, direction and curve and select apply. You can repeat the process until you achieve you desired modulation shape.
To exit edit mode, click the pencil button once again to grey it out. Your custom shape will be now fully visible.


The two triangles on the bottom and right of the modulation shape controls the start and shift value.



The bottom of the page displays the effect being modulated. You can change any of the parameters and this will be applied to the effect original page. To the right is the MORPH dial. This controls the same morph dial on the main page and will be activated only when the loop button is turned off.

EFFECTS

FILTER

- **CUTOFF** - This lets you set the filters frequency.
- **RESO** - This lets you set the filters resonance amount.
- **TYPE** - This lets you change between the three filter types (Low pass, Bend pass, High pass).
- **OUTPUT** - This lets you set the output volume of the Filter section.

FORMANTA

- **TALK** - This lets you set the filters frequency.
- **SHARP** - This lets you set the filters "resonance" amount.
- **SIZE** - Since this is a "talk filter" the size effects the "size of the mouth". Essentially making the filter movement more pronounced.
- **OUTPUT** - This lets you set the output volume of the Formanta section.

EFFECTS

LO-FI

- **BITS** - Controls the bit depth of the output.
- **FREQ** - Controls the sample rate of the output.
- **OUTPUT** - This lets you set the output volume of the Lo-Fi section.

DISTORTION

- **DRIVE** - Controls the distortion amount.
- **DAMPING** - Controls a low-pass filter that can be used to soften the harsh overtones produced by the distortion.
- **OUTPUT** - This lets you set the output volume of the Distortion section.

CHORUS

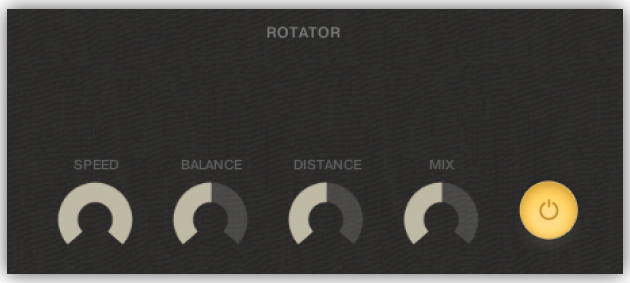
- **DEPTH** - Controls the amount of LFO modulation.
- **SPEED** - Controls the LFO rate.
- **PHASE** - Controls the phase difference between the stereo LFOs. Giving you a wide stereo image.
- **WET** - Controls the mix between the dry (unprocessed) signal and the wet (processed) signal.

EFFECTS

PHASER

- **DEPTH** - Controls the sweep range of the modulation.
- **SPEED** - Controls the LFO rate.
- **PHASE** – Controls the center point of the phaser.
- **FEEDBACK** - Controls the resonance/feedback of the phser.
- **WET** - Controls the mix between the dry (unprocessed) signal and the wet (processed) signal.

ROTARY



- **SPEED** - Controls the speed of the rotary.
- **BALANCE** - Controls the balance between the rotary low and high frequencies.
- **DISTANCE** - Controls the distance between the "microphone" and the rotary, resulting in a room sound.
- **WET** - Controls the mix between the dry (unprocessed) signal and the wet (processed) signal.

EFFECTS

STEREO ENHANCER

- **STEREO** - Controls the delay time of the right signal, resulting in a wide stereo image.
- **PAN** - This shifts the overall panning.
- **OUTPUT** - This lets you set the output volume of the Stereo Enahancer section.

EQUALIZER

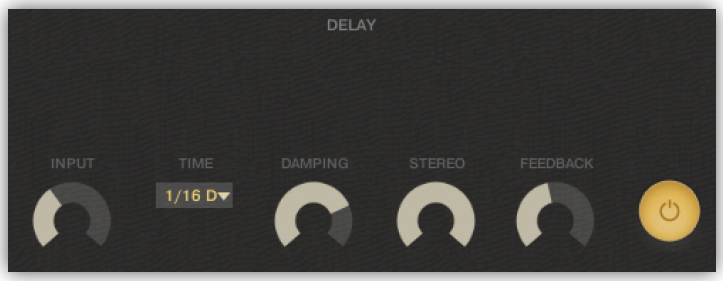
- **FREQ** - Controls frequency of the selected band between 20 Hz and 20 kHz.
- **Q** - Controls the bandwidth of the selected frequency.
- **GAIN** - Sets the gain in dB of the selected band between -18 and 18 dB.
- **OUTPUT** - This lets you set the output volume of the Equalizer section.

EFFECTS

COMPRESSOR

- **THRESHOLD** - Sets the threshold at which compression begins.
- **RATIO** – This determines the amount of gain reduction.
- **ATTACK** - Stets the time after which the compressor kicks in.
- **RELEASE** - Sets the time it takes the compressor to recover from the gain reduction.
- **OUTPUT** - This lets you set the output volume of the Compressor section.

DELAY



- **Input** - Controls amount of signal being sent to the delay.
- **Time** - Sets the time intervals between delays (in division of beat) ranging from 1 bar and 128 of a bar.
- **DAMPING** - Controls a low-pass filter that can be used to roll off the delay's high frequencies, resulting in a "tape delay"-like sound.
- **STEREO** - Controls the amount of stereo spread of the echoes.
- **FEEDBACK** - Adjusts the length of the delay.

EFFECTS

REVERB

- **INPUT** - Controls amount of signal being sent to the reverb.
- **TYPE** - This lets you choose between the different reverb types. (Studio, Small Room, Medium Room, Stage, Large Hall, Mall Parking, Underground, and Tunnel).
-  - Toggles between the reverb's Normal and Dark settings. When engaged the reverb will darker/warmer.
- **PREDLY** - Controls the delay time before the reverb signal.
- **LENGTH** - Controls the length of the reverb.
- **LO CUT** - Controls a high-pass filter that can be used to roll off the reverb's low frequencies.
- **HI CUT** - Controls a low-pass filter that can be used to roll off the reverb's high frequencies.